

Plague Inc.: Evolved Score Formula v1.1

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Base Score

$$\text{score}_{\text{base}} = \max \left(\frac{\text{severity} \cdot \text{difficulty}_{\text{modifier}} \cdot \text{disease}_{\text{modifier}} \cdot (2 \cdot \text{DNA}_{\text{current}} + \text{DNA}_{\text{spent}})}{[\ln(\text{num}_{\text{turns}})] \cdot \frac{\max(\frac{\text{cure}_{\text{percentage}}}{\text{cure}_{\text{modifier}}}, 1)}{2}}, 0 \right) + \text{dead}_{\text{percentage}}$$

Difficulty	difficulty _{modifier}
Casual	1
Normal	4
Brutal	8
Mega Brutal	12

Disease Type	cure _{modifier}	disease _{modifier}
Bacteria	1	1
Virus	1	1
Fungus	1	1
Parasite	1	1
Prion	1	1
Nanovirus	1	1
Bio-Weapon	1	0.9
Neurax Worm	1	1.1
Necroa Virus	5	1.4
Simian Flu	1	1
Shadow Plague	1	1

cure_{percentage} and dead_{percentage} go from 0 to 100.

0 means 0% cure progress or 0% dead and 100 means 100% cure progress or 100% dead.

Final Score

$$\text{score}_{\text{simian}} = \text{score}_{\text{base}} \cdot \left(1.1 + \text{ape}_{\text{infected}\%} - \frac{\text{ape}_{\text{dead}\%}}{2} \right)$$

ape_{infected%} and ape_{dead%} go from 0 to 1.

0 means 0% apes infected or dead and 100 means 100% apes infected or dead.

Below are the final scores, depending on whether you won or lost.

If the disease type is **Simian Flu**, use score_{simian} instead of score_{base}.

$$\text{score}_{\text{win}} = 10 \cdot \text{score}_{\text{base}}$$

$$\text{score}_{\text{lose}} = 10 \cdot \ln(\text{score}_{\text{base}})$$

Notes

A full bar in any stat is **100**, and an empty bar is **0**. Values below 0 and above 100 are not displayed.

The score thresholds are: **20** for 1 star, **2,000** for 2, **5,000** for 3, **30,000** for 4, and **100,000** for 5.

ln stands for the natural log. $\ln(x) = y$ if and only if $y = e^x$ ($e \approx 2.718$).

$$\text{ex. } \ln(500) \approx 6.214, e^{6.214} \approx 500$$

$\lfloor x \rfloor$ stands for the floor of x . Flooring (in this context) means rounding down (ex. $\lfloor 5.34 \rfloor = 5$).

$\max(x, y)$ returns the maximum value between x and y . (ex. $\max(10, 12) = 12$, $\max(14, 12) = 14$.)

This formula does not apply to custom scenarios.